

AMENDMENTS TO THE CLAIMS

The following listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims

1. (Currently Amended) A system ~~that adapted to~~ sizes a user interface (UI) element having at least one component in response to a sizing input comprising:
 - a sizing module ~~adapted to that~~ sizes a first component in response to the sizing input, the sizing module mitigating pixilation and disproportionate appearance of the first component; and
 - an alignment module ~~adapted to that~~ aligns a second component within the sized first component.
2. (Currently Amended) The system of claim 1, ~~wherein~~ the UI element is themed.
3. (Currently Amended) The system of claim 1, ~~wherein~~ the first component is a bitmap and the sizing module ~~is adapted to~~ divides the bitmap into a plurality of grids and adjusts margins of at least some of the grids to size at least some of grids of the bitmap.
4. (Currently Amended) A method for sizing a UI element having at least one component in response to a sizing input comprising:
 - receiving the sizing input;
 - dividing a bitmapped first component into a plurality of grids;
 - adjusting the margins of at least some of the grids to size at least some of the grids of the bitmap in response to the sizing input; and
 - aligning a second component within the sized first component to mitigate pixilation and inconsonant appearance of the UI element.
5. (Currently Amended) The method of claim 4, ~~wherein~~ the UI element is themed.

6. (Currently Amended) A computer-readable medium storing computer-executable instructions ~~adapted to~~ that performs the method of claim 4.

7. (Currently Amended) In a computer system having a graphical user interface including a context that a UI element can be rendered to, a method for rendering a UI element having at least one component that is sized in response to sizing input comprising:

receiving the sizing input;

dividing a bitmapped first component into a plurality of grids;

adjusting margins of at least some of the grids to size at least some of the grids of the bitmap in response to the sizing input;

curbing pixilation and disproportionate representation of the bitmapped first component;

aligning a second component within the sized first component; and

rendering the UI element to the context.

8. (Currently Amended) The method of claim 7, ~~wherein~~ the UI element is themed.

9. (Currently Amended) A system ~~adapted to~~ that sizes a bitmapped component of a UI element in response to a sizing input, where the bitmapped component was designed under a particular DPI, the system comprising:

a sizing module ~~adapted to~~ that sizes and prevents pixilation and disproportionate appearance of the bitmapped component in response to the sizing input and based upon a functional relationship between the DPI of the context that the UI element is being rendered to and the DPI that the bitmapped component was designed under.

10. (Currently Amended) The system of claim 9, ~~wherein~~ the UI element is themed.

11. (Currently Amended) The system of claim 9, ~~wherein~~ the sizing module ~~is adapted to~~ divides the bitmapped component into a plurality of grids and adjusts the size of the grids to size the component.

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12. (Currently Amended) The system of claim 11, ~~wherein~~ the sizing module ~~is adapted to~~ adjusts margins of the grids to adjust the size of the grids.
13. (Currently Amended) The system of claim 12, ~~wherein~~ the sizing module ~~is adapted to~~ adjusts the margins of the grids based upon the functional relationship between the DPI of the context that the UI element is being rendered to and the DPI that the bitmapped component was designed under.
14. (Currently Amended) The system of claim 11, ~~wherein~~ the sizing module ~~is adapted to~~ adjusts the margins of the grids such that the size of each of the grids is adjusted in both the horizontal and vertical directions.
15. (Currently Amended) The system of claim 14, ~~wherein~~ the functional relationship between the DPI of the context that the UI element is being rendered to and the DPI that the bitmapped component was designed under is the ratio of the DPI of the context that the UI element is being rendered to and the DPI that the bitmapped component was designed under.
16. (Currently Amended) A method for sizing a bitmapped component of a UI element in response to sizing input, where the bitmapped component was designed under a particular DPI, the method comprising:
- receiving the sizing input; and
 - sizing the bitmapped component in response to sizing input and based upon a functional relationship between the DPI of the context that the UI element is being rendered to and the DPI that the bitmapped component was designed under, thereby curtailing pixilation and disproportionate appearance of the bitmapped component.
17. (Currently Amended) The method of claim 16, ~~wherein~~ the UI element is themed.
18. (Original) The method of claim 16 further including:
- dividing the bitmap into a plurality of grids; and

adjusting margins of the grids to adjust the size of the grids based upon the functional relationship between the DPI of the context that the UI element is being rendered to and the DPI that the bitmapped component was designed under.

19. (Original) The method of claim 18 further including:

adjusting the margins of the grids such that the size of each of the grids is adjusted in both the vertical and horizontal directions.

20. (Previously Presented) The method of claim 19 further including:

adjusting the margins of the grids based upon the ratio of the DPI of the context that the UI element is being rendered to the DPI that the bitmapped component was designed under.

21. (Currently Amended) A computer-readable medium storing computer-executable instructions adapted to that performs the method of claim 20.

22. (Currently Amended) In a computer system having a graphical user interface including a context that a UI element having a bitmap component can be rendered to, a method for rendering the UI element in response to sizing input where the bitmapped component was designed under a particular DPI, the method comprising:

receiving the sizing input; and

sizing the bitmapped component in response to the sizing input and based upon a functional relationship between the DPI of the context that the UI element is being rendered to and the DPI that the bitmapped component was designed under, thereby militating against disproportionate appearance and pixilation of the UI element.

23. (Currently Amended) The system of claim 22, ~~wherein~~ the UI element is themed.

24. (Original) The method of claim 22 further including:

dividing the bitmap into a plurality of grids; and

adjusting margins of the grids to adjust the size of the grids based upon the functional relationship between the DPI of the context that the UI element is being rendered to and the DPI that the bitmapped component was designed under.

25. (Original) The method of claim 24 further including:

adjusting the margins of the grids such that the size of each of the grids is adjusted in both the vertical and horizontal directions.

26. (Currently Amended) The method of claim 25 further including:

adjusting the margins of the grids based upon the ratio of the DPI of the context that the UI element is being rendered to and the DPI that the bitmapped component was designed under.

27. (Currently Amended) A system ~~adapted to that~~ produces a UI element having at least one component comprising:

a sizing module ~~adapted to that~~ chooses a second component of the UI element from a library of second components to minimize pixilation and discordant appearance of the second component; and

an alignment module ~~adapted to that~~ aligns the chosen second component within a first component of the UI element.

28. (Currently Amended) The system of claim 27, ~~wherein~~ the UI element is themed.

29. (Currently Amended) The system of claim 27, ~~wherein~~ entries within the library are designed under a particular DPI, the sizing module ~~adapted to~~ chooses the second component from the library based upon a functional relationship between the DPI of the context that the UI element is being rendered to and the DPI that the entries within the library were designed under.

30. (Currently Amended) The system of claim 29, ~~wherein~~ the sizing module ~~is adapted to~~ chooses the second component from the library based upon the ratio of the DPI of the context that the UI element is being rendered to and the DPI that the entries within the library were designed under.

31. (Currently Amended) The system of claim 30 ~~wherein the sizing module is further adapted to~~ refines the size of the chosen second component based upon the ratio of the DPI of the context that the UI element is being rendered to and the DPI that the entries within the library were designed under.

32. (Currently Amended) A method for producing a UI element having at least one component comprising:

choosing a second component of the UI element from a library of second components to attenuate pixilation and to ensure consonant appearance of the UI element; and

aligning the chosen second component within a first component of the UI element.

33. (Currently Amended) The method of claim 32, ~~wherein~~ entries within the library are designed under a particular DPI, the method further including:

choosing the second component from the library based upon a functional relationship between the DPI of the context that the UI element is being rendered to and the DPI that the entries within the library were designed under.

34. (Currently Amended) The method of claim 33 further comprising:

choosing the second component from the library based upon the ratio of the DPI of the context that the UI element is being rendered to and the DPI that the entries within the library were designed under.

35. (Currently Amended) The method of claim 34 further comprising:

refining the size of the chosen second component based upon the ratio of the DPI of the context that the UI element is being rendered to and the DPI that the entries within the library were designed under.

36. (Currently Amended) A computer-readable medium having computer-executable instructions that adapted to performs the method of claim 32.

37. (Currently Amended) A computer-readable medium having computer-executable instructions that adapted to performs the method of claim 33.

38. (Currently Amended) In a computer system having a graphical user interface including a context that a UI element having at least one component can be rendered to, a method for rendering a UI element comprising:

choosing a second component of the UI element from a library of second components;
aligning the chosen second component within a first component of the UI element; and
rendering the UI element to ensure minimal pixilation and to curtail disproportionate representation within the context.

39. (Currently Amended) The system of claim 38, ~~wherein~~ the UI element is themed.

40. (Currently Amended) The method of claim 38, ~~wherein~~ entries within the library are designed under a particular DPI, the method further including:

choosing the second component from the library based upon a functional relationship between the DPI of the context that the UI element is being rendered to and the DPI that the entries within the library were designed under.

41. (Currently Amended) The method of claim 40 further including:

choosing the second component from the library based upon the ratio of the DPI of the context that the UI element is being rendered to and the DPI that the entries within the library were designed under.

42. (Currently Amended) A system ~~that adapted to~~ produces a UI element having at least one component in response to sizing input comprising:

a sizing module ~~that adapted to~~ sizes a scalable font of a second component in response to the sizing input and based upon the DPI of a context that the UI element is being rendered to, the sizing module curtailing pixilation and inconsonant depictions of the rendered UI element; and

an alignment module ~~that adapted to~~ aligns the sized second component within a first component of the UI element.

43. (Currently Amended) The system of claim 42, ~~wherein~~ the UI element is themed.

44. (Currently Amended) A system ~~adapted to produce~~ that produces a UI element having at least one component in response to sizing input comprising:

a sizing module ~~adapted to~~ size a vector of a second component of the UI element in response to the sizing input and based upon the DPI of ~~a context~~ a context that the UI element is being rendered to, the sizing module attenuating pixilation and incommensurate representation of the rendered UI element; and

an alignment module ~~adapted to~~ that aligns the sized second component within a first component of the UI element.

45. (Currently Amended) The system of claim 44, ~~wherein~~ the UI element is themed.